

Amendment to the Claims

1 – 48 CANCELLED

49. (Currently Amended) A method for facilitating play of a game on a gaming device, comprising:

receiving, at a processor of a device operable to facilitate a game, a request to play the game, the game being operable either with the particular feature being enabled during play of the game or without the particular feature being enabled during play of the game;

determining, by the processor, that the request includes a request to play the game with the particular feature enabled;

prior to allowing play of the game with the particular feature enabled, determining whether an authorization code for enabling play of the game with the particular feature enabled has been received from a regulatory authority;

verifying, via the processor, an expiration condition for the authorization code; and

only if the expiration condition has not yet been met, allowing play of the game with the particular feature enabled, otherwise outputting a message indicating that the game is currently only available for play without the particular feature enabled.

50. (Previously Presented) The method of claim 49, wherein the expiration condition is a date on which the authorization code is no longer valid.

51. (Previously Presented) The method of claim 49, wherein the expiration condition is a maximum number of plays of the game for which the authorization code is valid.

52. (Previously Presented) The method of claim 49, wherein the expiration condition is a maximum sum of wagers for which the authorization code is valid.

53. (Previously Presented) The method of claim 49, further comprising:
prior to allowing play of the game, confirming via the processor that an
authorization code disallowing play of the game with the particular feature has not been
received from the regulatory authority.
54. (Previously Presented) The method of claim 49, further comprising:
updating, via the processor, data corresponding to the expiration condition after
allowing play of the game.
55. (Previously Presented) The method of claim 54, wherein updating data
comprises updating a sum of wagers placed on the game based on a wager currently
placed on the game.
56. (Previously Presented) The method of claim 54, wherein updating data
comprises updating a number of plays of the game played based on a current play of the
game.
57. (Previously Presented) The method of claim 49, further comprising:
requesting, via the processor, a new authorization code from the regulatory
authority if the expiration condition has been met.
58. (Previously Presented) The method of claim 49, further comprising:
purchasing the authorization code from the regulatory authority.
59. (Currently Amended) A method for facilitating play of a game on a gaming
device, comprising:
recognizing a game playable on a gaming device, the game being operable either
with the particular feature being enabled during play of the game or without the particular
feature being enabled during play of the game;
prior to allowing play of the game on a particular gaming device, determining via
a processor of a device operable to facilitate the game whether an authorization code for

enabling play of the game on the particular gaming device with the particular feature enabled has been received from a regulatory authority;

verifying, via the processor, an expiration condition for the authorization code;
and

only if the expiration condition has not yet been met, allowing play of the game on the particular gaming device with the particular feature enabled, otherwise outputting a message indicating that the game is currently only available for play without the particular feature enabled.

60. (Previously Presented) The method of claim 59, wherein the expiration condition is a date on which the authorization code is no longer valid.

61. (Previously Presented) The method of claim 59, wherein the expiration condition is a maximum number of plays of the game for which the authorization code is valid.

62. (Previously Presented) The method of claim 59, wherein the expiration condition is a maximum sum of for which the authorization code is valid.

63. (Previously Presented) The method of claim 59, further comprising:
prior to allowing play of the game, confirming via the processor that an authorization code disallowing play of the game on the particular gaming device has not been received from the regulatory authority.

64. (Previously Presented) The method of claim 59, further comprising:
updating, via the processor, data corresponding to the expiration condition after allowing play of the game.

65. (Previously Presented) The method of claim 64, wherein updating data comprises updating a sum of wagers placed on the game based on a wager currently placed on the game.

66. (Previously Presented) The method of claim 64, wherein updating data comprises updating a number of plays of the game played based on a current play of the game.
67. (Previously Presented) The method of claim 59, further comprising:
requesting, via the processor, a new authorization code from the regulatory authority if the expiration condition has been met.
68. (Previously Presented) The method of claim 59, further comprising:
purchasing the authorization code from the regulatory authority.
69. (CANCELLED)
70. (Currently Amended) A non-transitory computer-readable medium storing instructions, which when read by a processor of a computing device, cause the processor to:
- receive a request to play the game, the game being operable either with the particular feature being enabled during play of the game or without the particular feature being enabled during play of the game;
 - determine that the request includes a request to play the game with the particular feature enabled;
 - prior to allowing play of the game with the particular feature enabled, determine whether an authorization code for enabling play of the game with the particular feature enabled has been received from a regulatory authority;
 - verify an expiration condition for the authorization code; and
 - only if the expiration condition has not yet been met, allow play of the game with the particular feature enabled, otherwise outputting a message indicating that the game is currently only available for play without the particular feature enabled.